FREE! SONIC STICKER SET NO.5!

Sonic the comic

No. 40 • December 9th 1994

Britain's OFFICIAL SEGA COMIC

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starring SONIC THE HEDGEHOG™ PLUS KNUCKLES!

INSIDE!
SONIC ON ICE!

BONUS!
DECAP ATTACK
SPECIAL COMPLETE STORY!

KNUCKLES CAUSES CARNIVAL CHAOS!

SEGA Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!
The hume-world awaits the answer ... where have *you* stuck the latest set of *STC* **Sonic Stickers**? Somewhere warm and weatherproof I hope! Yes, these long winter nights are already causing havoc with my metallic bits.

Talking of the elements, Sonic gets a chilly reception in **The Frozen Zone**, while *STC* fave raves **Eternal Champions** and **Decap Attack** bow out for the last time (for now). On a brighter note, Sonic's rival, **Knuckles** pulls no punches in the second instalment of **Carnival Night Conspiracy**.

Finally, I've been experiencing a tingling sensation in my circuits, what with all this Christmas activity. And there's more excitement on the way with *STC* 41 and 42's Mega Issues. Each issue includes further fab free gifts in the shape of the exclusive **Sonic Badnik Spotter Cards**. Plus, there's *16* extra pages of strips, fun and surprises, all for £1.50! The very things to feast your mince pies on, so order your copies now!

Megadroid

ON THE STREETS - RIGHT NOW!

STREETS OF RAGE

STARRING IN Sonic The Hedgehog **No.7**

NEW
STREETS OF RAGE STORY
PLUS
GIANT-SIZE ACTION POSTER!

£1.75 WORD IS, IT'S HOT!

Hume Error!

Never mind the Christmas pud ... it's time for those humes-who-think-they're-in-charge to eat humble pie. Back in *STC* 37's *Control Zone*, the talents of two *STC* readers were proudly displayed. However, the credits appeared the wrong way round! **Anthony Chiappinelli** was the talent behind the Tails creation and **Michelle Irving** (*not* Loving), painstakingly produced the Sonic tapestry, so ... *STC* apologises for blowing your fuseboxes. Tip to Boomers ... write your name and address clearly in capital letters on the back of every submission (photo or drawing).

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designers:** Gary Knight/Tim Read
- **Assistant Editor:** Audrey Wong
- **Cover:** Richard Elson
- **Publisher:** Rob McMenemy

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The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up | down | non mover | re-entry | new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1. URBAN STRIKE
2. MORTAL KOMBAT 2
3. JUNGLE STRIKE
4. SONIC THE HEDGEHOG 2
5. STREET FIGHTER 2 CHAMP EDITION
6. SONIC THE HEDGEHOG
7. FIFA INTERNATIONAL SOCCER
8. DESERT STRIKE
9. ALADDIN
10. PGA EUROPEAN TOUR GOLF

MEGA-CD

1. SONIC CD
2. FIFA INTERNATIONAL SOCCER
3. SEWER SHARK
4. TOMCAT ALLEY
5. THUNDERHAWK
6. ECCO THE DOLPHIN
7. BATTLECORPS
8. SILPHEED
9. LETHAL ENFORCERS
10. NIGHT TRAP

MASTER SYSTEM

1. SONIC THE HEDGEHOG 2
2. JURASSIC PARK
3. MICKEY MOUSE 2
4. SONIC CHAOS
5. TAZMANIA
6. JUNGLE BOOK
7. LEMMINGS
8. MICKEY MOUSE
9. DESERT STRIKE
10. TOM & JERRY

GAME GEAR

1. SONIC THE HEDGEHOG 2
2. ECCO THE DOLPHIN
3. MORTAL KOMBAT 2
4. JUNGLE BOOK
5. MICKEY MOUSE 2
6. SONIC THE HEDGEHOG
7. LEMMINGS
8. NBA JAM
9. MORTAL KOMBAT
10. DESERT STRIKE

SONIC THE HEDGEHOG

The Frozen Zone

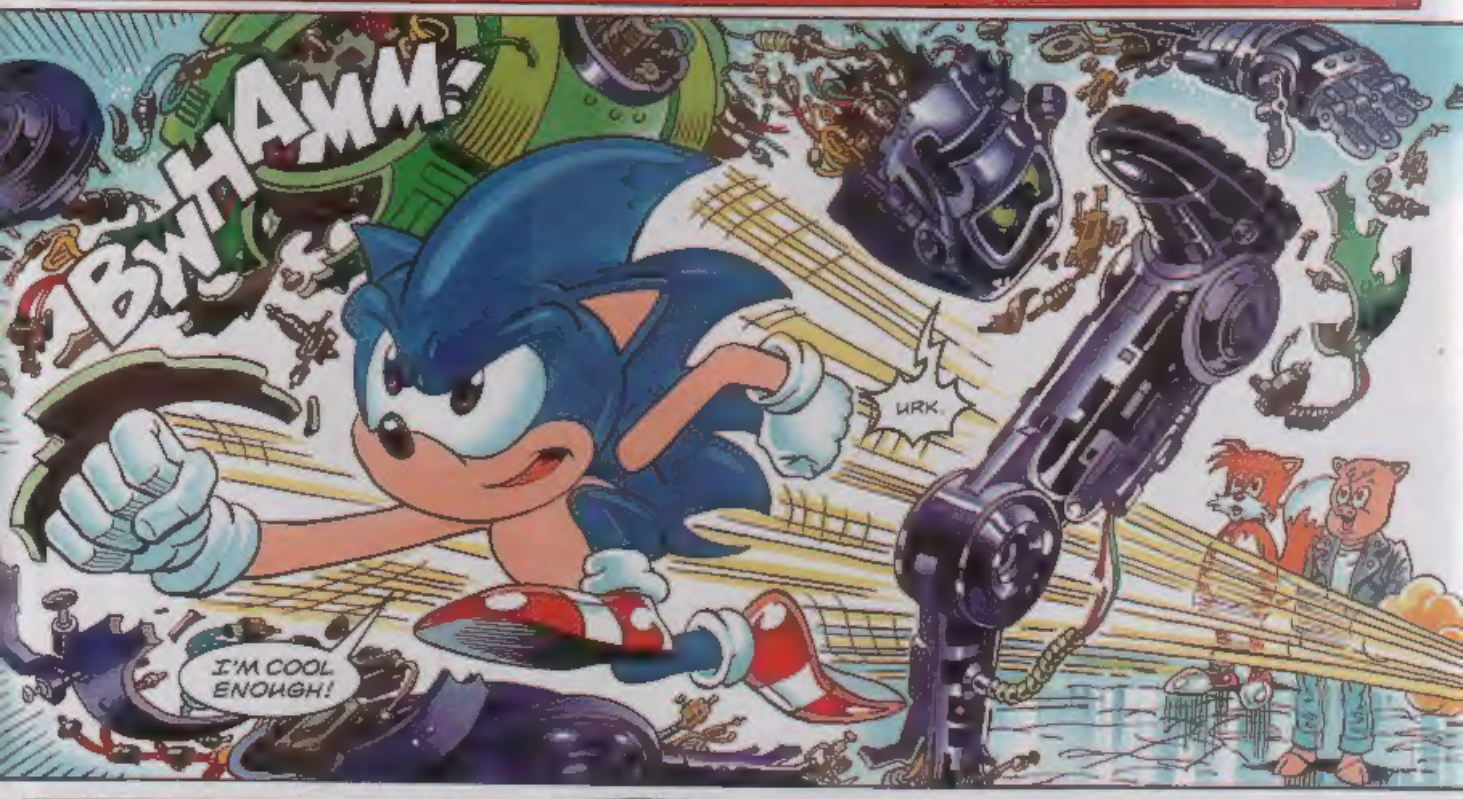
Script: Lew Stringer
Art: Casanovas/John Burns
Lettering: Ellie de'Ville

DUUHH ... THREE GUESSES!

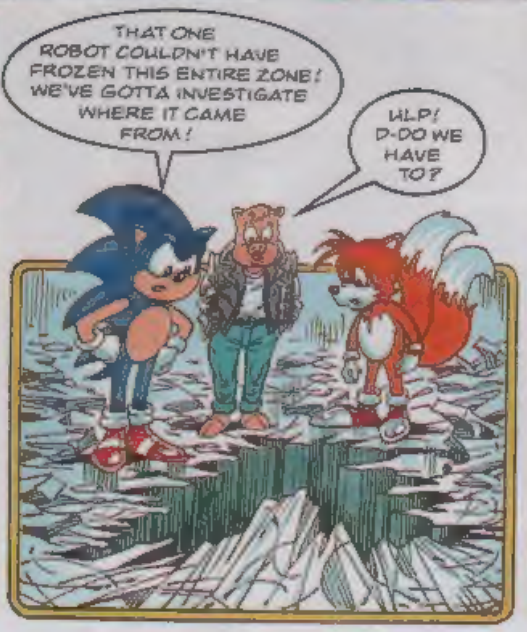
YIKES! I GUESS THIS IS WHAT FROZE EVERYTHING!

KKKRAAK!

HUR! NOW YOUR TURN, HEDGEHOG!
NO THANKS, ROBOT...

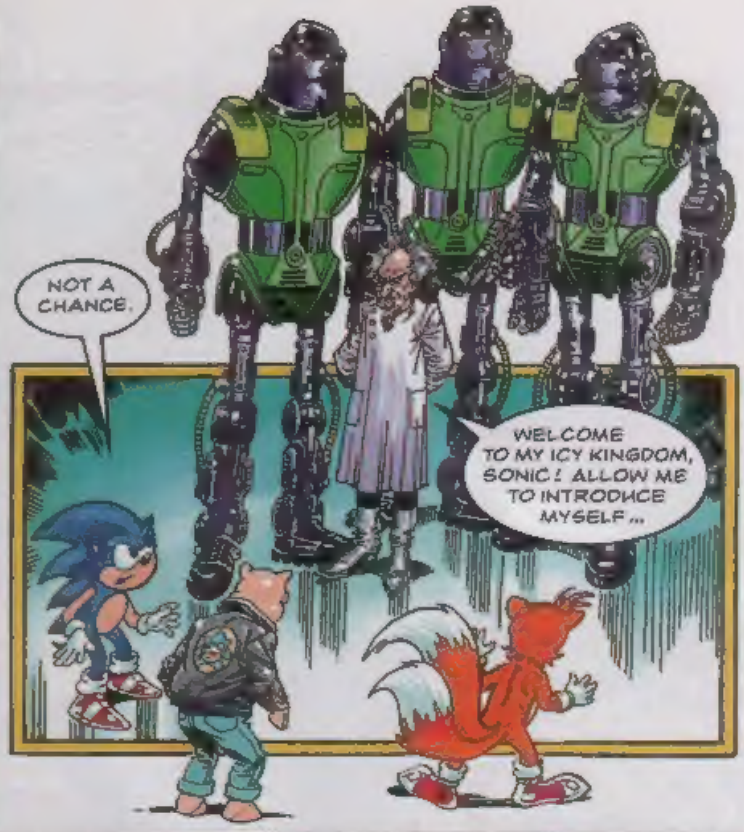

BWHAMM!
URK.
I'M COOL ENOUGH!

WAY TO GO, SONIC!
CLAP CLAP
SAVE THE APPLAUSE, TAILS! IT'S FAR FROM OVER!

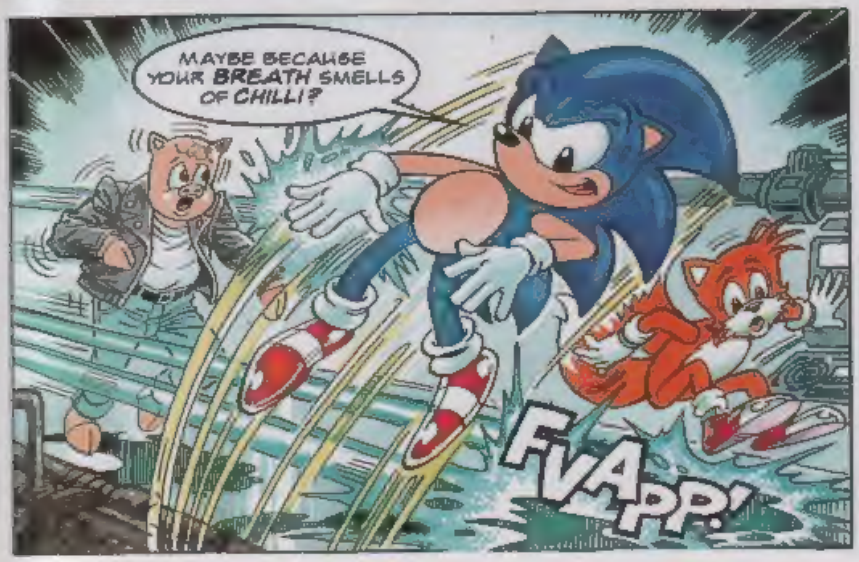

THAT ONE ROBOT COULDN'T HAVE FROZEN THIS ENTIRE ZONE! WE'VE GOTTA INVESTIGATE WHERE IT CAME FROM!
ULP! D-DO WE HAVE TO?

YES, IF WE WANT TO TURN THIS ZONE, AND JOHNNY, BACK TO NORMAL! LET'S GO!

LET'S SEE WHERE THIS CORRIDOR LEADS TO!
BRR! SOMEWHERE WARM, I HOPE!


NOT A CHANCE.
WELCOME TO MY ICY KINGDOM, SONIC! ALLOW ME TO INTRODUCE MYSELF...

... I CALL MYSELF THE CHILLER!
CAN YOU GUESS WHY? HA-HAHA!
FOOSHH!
FOOSHH!
FOOSHH!

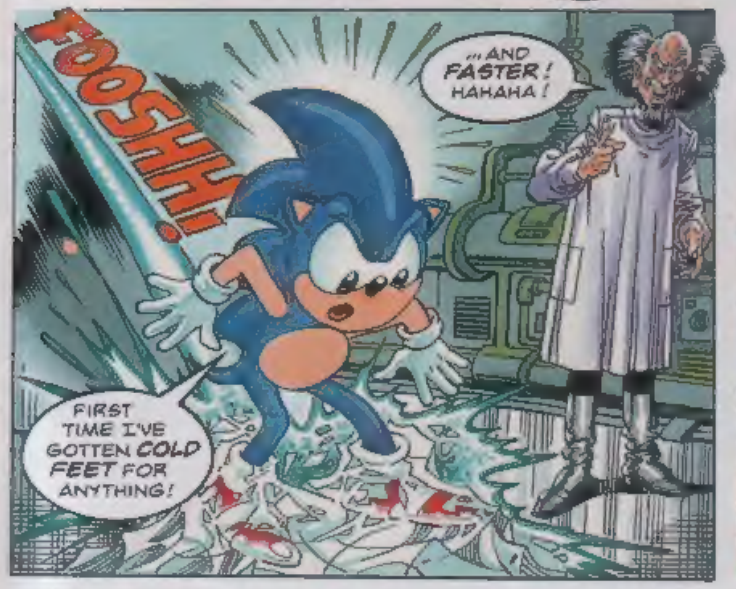

MAYBE BECAUSE YOUR BREATH SMELLS OF CHILLI?
FVAPP!

LOOK OUT, PORKER! THEY'RE GONNA FIRE AGAIN!
HELP! I'VE SLIPPED!

EEK!
FOOSHH!
I'LL HELP YOU!

URK! MAYBE NOT.
FOOSHH!
(sigh.) LOOKS LIKE IT'S DOWN TO ME TO SAVE THE DAY AGAIN!

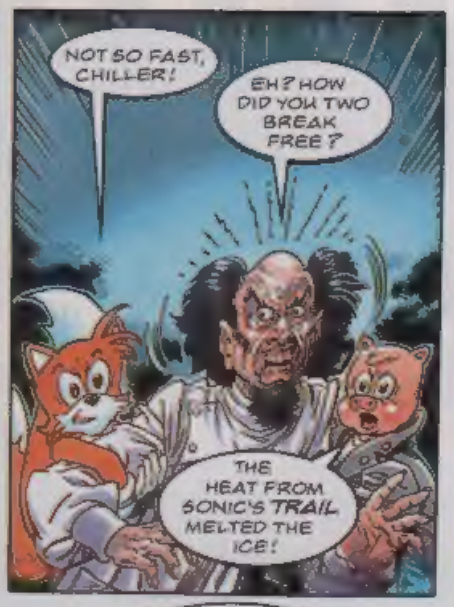
UGH! THESE ROBOTS ARE TOUGHER THAN THE OTHER ONE!
THE ONE YOU DESTROYED WAS A PROTOTYPE! THESE THREE ARE STRONGER...
KOANNNG!

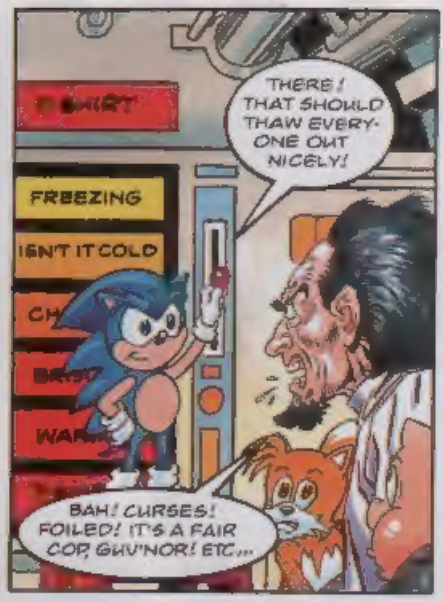

FOOSHH!
...AND FASTER! HAHAHA!
FIRST TIME I'VE GOTTEN COLD FEET FOR ANYTHING!

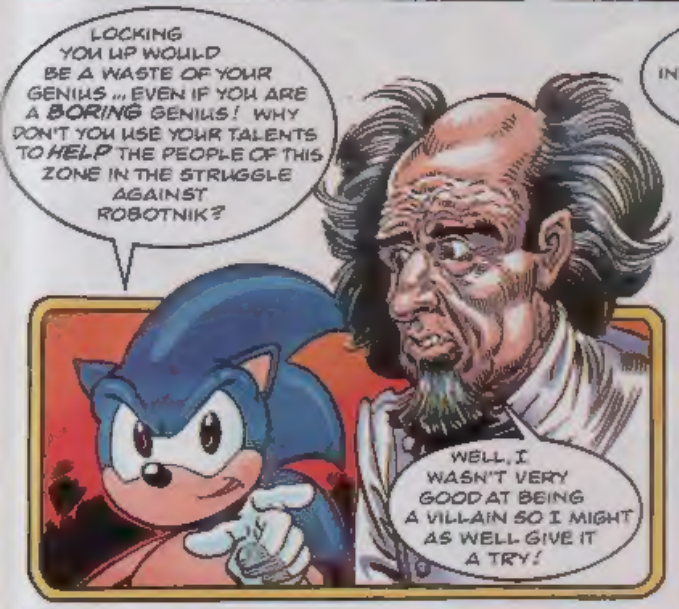
OKAY, CHILLER, IT'S TRADITIONAL FOR THE VILLAIN TO EXPLAIN HIS DASTARDLY PLOT TO HIS CAPTIVE, SO GO AHEAD!
I THOUGHT YOU'D NEVER ASK!

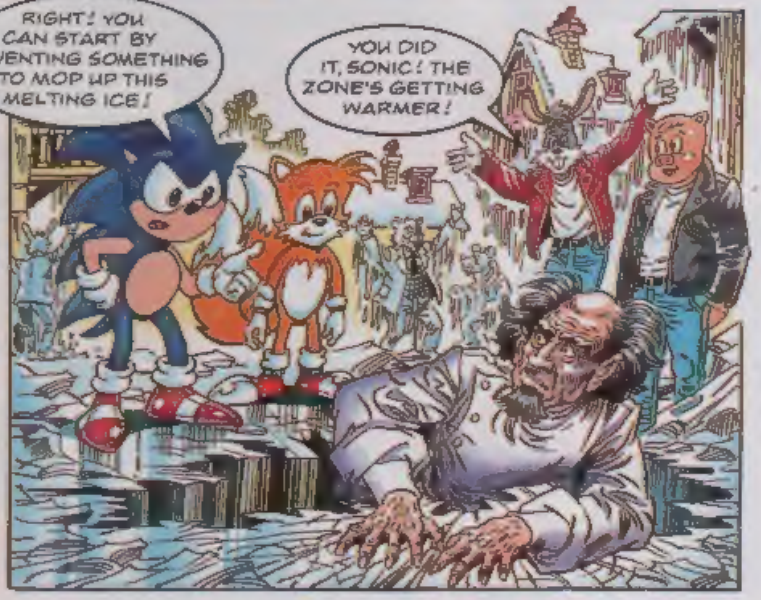
MY CHILL-BOTS WOULDN'T BE ABLE TO FREEZE THIS ZONE WITH JUST THEIR CHILL-GUNS, SO I CONSTRUCTED THIS CHILL-MACHINE TO FREEZE EVERYTHING! IMPRESSIVE, EH?
FREEZING
FREEZING
ISN'T IT COLD
CHILLY
BRISK
WARM
HAH. I'VE SEEN KIDS DO BETTER WITH BUILDING BRICKS!
YOU DARE TO MOCK ME... JUST LIKE THEY DID!
OH, I SUPPOSE 'THEY' ARE THE NORMAL FOLKS WHO LAUGHED AT YOUR CRACK-POT IDEAS, YEAH?
THEY ALL SAID MY IDEAS FOR WEATHER CONTROL WERE TOO DANGEROUS! THEY GAVE ME THE COLD SHOULDER... SO I DECIDED TO RETURN THE INSULT! HAHAHAHA!
THANKS FOR THE BORING STORY, CHILLER! IT GAVE ME TIME TO VIBRATE MY FEET FAST ENOUGH...
CRACK!
...TO BREAK FREE!
STOP HIM, CHILL-BOTS!
FAZOOOM
CHILL OUT, DUDES!
KDDANG!
BWOFF!
KA-BASHH!

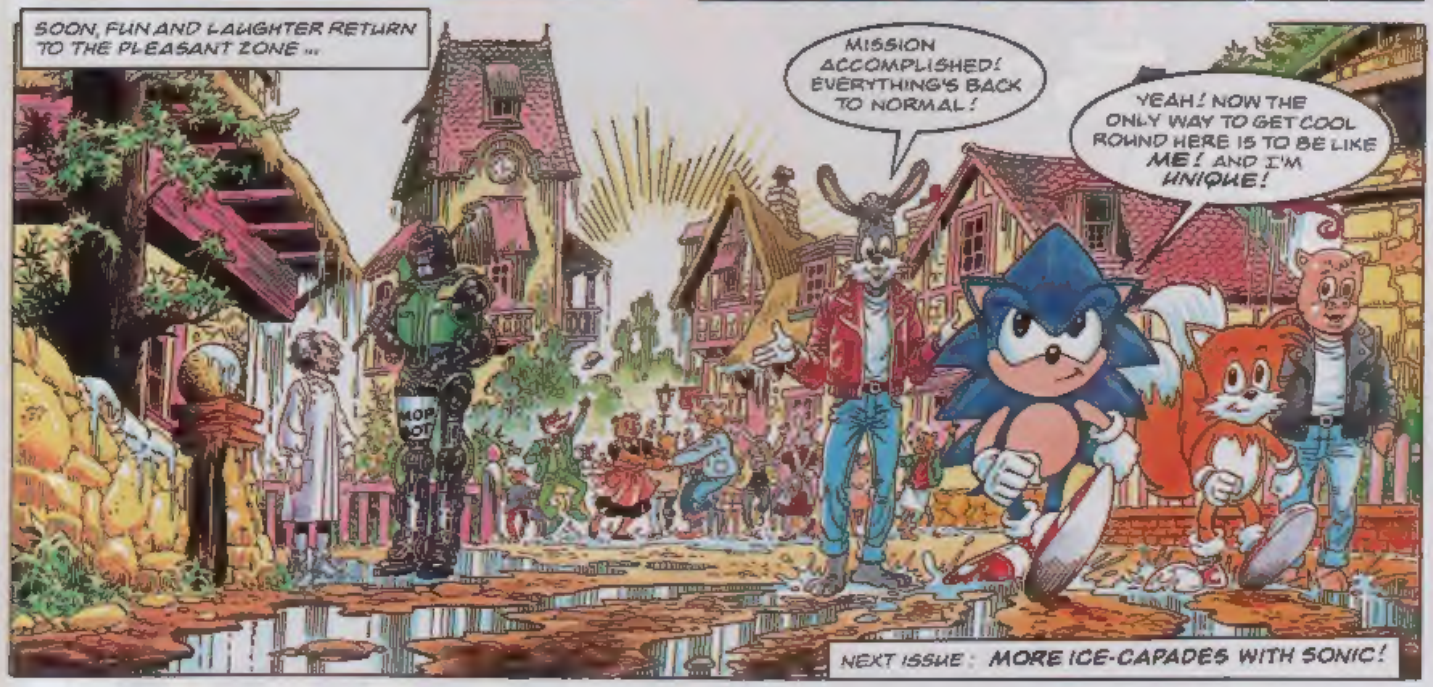
I THOUGHT MY SUPER SONIC SPIN WOULD DO THE TRICK!
ESCAPE ROUTE FOR DEFEATED VILLAINS
TIME I WASN'T HERE!


NOT SO FAST, CHILLER!
EH? HOW DID YOU TWO BREAK FREE?
THE HEAT FROM SONIC'S TRAIL MELTED THE ICE!


FREEZING
ISN'T IT COLD
THERE! THAT SHOULD THAW EVERYONE OUT NICELY!
BAH! CURSES! FOILED! IT'S A FAIR COP, GUV'NOR! ETC...


LOCKING YOU UP WOULD BE A WASTE OF YOUR GENIUS... EVEN IF YOU ARE A BORING GENIUS! WHY DON'T YOU USE YOUR TALENTS TO HELP THE PEOPLE OF THIS ZONE IN THE STRUGGLE AGAINST ROBOTNIK?
WELL, I WASN'T VERY GOOD AT BEING A VILLAIN SO I MIGHT AS WELL GIVE IT A TRY!


RIGHT! YOU CAN START BY INVENTING SOMETHING TO MOP UP THIS MELTING ICE!
YOU DID IT, SONIC! THE ZONE'S GETTING WARMER!


SOON, FUN AND LAUGHTER RETURN TO THE PLEASANT ZONE...
MISSION ACCOMPLISHED! EVERYTHING'S BACK TO NORMAL!
YEAH! NOW THE ONLY WAY TO GET COOL ROUND HERE IS TO BE LIKE ME! AND I'M UNIQUE!
MOP BOT
NEXT ISSUE: MORE ICE-CAPADES WITH SONIC!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewer this issue: David Gibbon.

BUBSY 2

MD

game type: PLATFORM
1-2 PLAYERS

MD Mega Drive | MCD Mega CD | MS Master System | GG Game Gear

STC Rating System

under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
over 90% = Mega City

Bubsy first appeared on the Mega Drive last year in *Claws Encounters of the Furred Kind*. The game was moderately successful with the bobcat making his mark as a mouthy character full of wise-cracks and humour. In **Bubsy 2**, the scientific genius, Dr. V. Reality, and Oinker P. Hamm have got together to create the ultimate amusement park - the Amazatorium. Bubsy's niece and nephew, Terri and Terry(!), manage to get themselves lost in the Amazatorium park and, as you may have guessed, Bubsy has to rescue them along with the whole of civilisation.

Bubsy 2 takes place through five different worlds which contain a total of 30 levels. The beginning is reminiscent to *James Pond* where you walk around a series of entrances leading to different levels. However, you can also access any of the five huge levels from the start through one of six wings available. The levels have more variety than your average platformer and range from flying in a spaceship or aeroplane to walking around an Egyptian world. Although the graphics are well animated, the layouts are boring in places. Fortunately, there's so much going on you don't have time to think about it.

Added collectables include new power-ups, smart bombs and the Nerf Ballzooka gun. Other treasures

featured include a Portable Hole (allows you to get off any level), a Diving Suit (keeps Bobcats dry), Trading Cards (allows you to buy/sell items at the gift shop) and Marbles. Bonus levels such as Frogapult (a shooting gallery game) and a two-player simultaneous option (player 2 controls a flying bird to help Bubsy) also add to the enjoyment and zest of the game. One noticeable difference with Bubsy is the amount and quality of speech he delivers with thick and fast wisecracks.

As with the original, it is too easy to lose a life in **Bubsy 2**, which is frustrating, but the extra lives and mountainous credits make up for that. This game isn't going to set the world alight, but it's certainly one of the most fun and playable platformers around.

FAST FAX

PUBLISHER	PRICE
ACCOLADE	£39.99

GRAPHICS 85
SOUND 78
PLAYABILITY 86

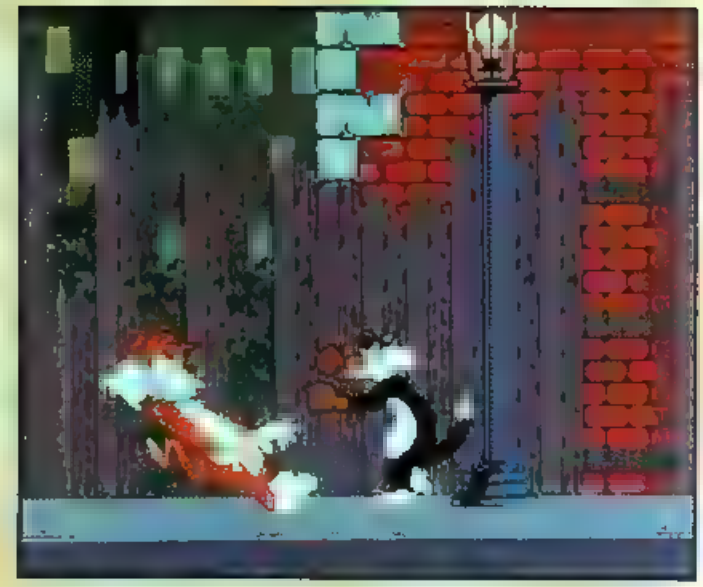
RAVES: Above average platformer at the usual Accolade competitive price.

GRAVES: Too easy to lose a life.

OVERALL 85%

SYLVESTER & TWEETY PIE in CAGEY CAPERS

game type: CARTOON ACTION
1 PLAYER



At last, Time Warner have brought Sylvester and Tweety Pie to life on the Mega Drive. Armed with a special Tweety Cam, Sylvester is determined to track down his tiny, yellow-feathered friend in **Cagey Capers**. Playing the part of the lunatic cat, the idea is to chase the bird and catch her for breakfast!

Time Warner have obviously tried very hard to capture the feel and lunacy of the TV cartoon and their efforts have really paid off. The graphics can fool you into thinking you're watching a cartoon, rather than a Mega Drive game. The standard of the character animation is excellent, as is the crazy humour.

The game takes place over seven levels, ranging from a breathtaking train ride and climbing up a skyscraper to a monster-size rampaging Tweety Pie. Other characters taken directly from the Warner Brothers cartoon include Granny, who hits Sylvester over the head with her broom, to the ferocious dog, Spike. Each level contains many collectable items with are helpful to Sylvester. The Bone, for example, allows you to distract Spike the dog by throwing it for him to catch, while a tin of tuna increases your energy.

There's a great rendition of the Looney Tunes theme music, plus the sound effects which tie-in with the on-screen situations, are most impressive. These include piano notes which increase in pitch as you walk higher up a staircase. Speech taken from the original characters is also featured, with familiar lines from Sylvester such as: 'Sufferin Succotash.' **Cagey Capers** is an excellent cartoon action game that will bring many hours of fun to all ages.

FAST FAX

PUBLISHER: WARNER
PRICE: £44.99

GRAPHICS

SOUND

PLAYABILITY 90

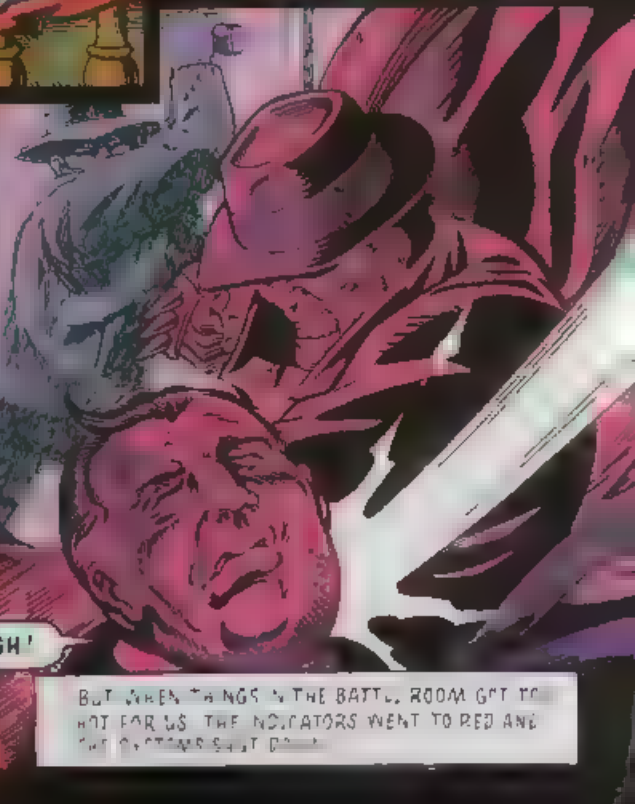
RAVES: Excellent, humorous

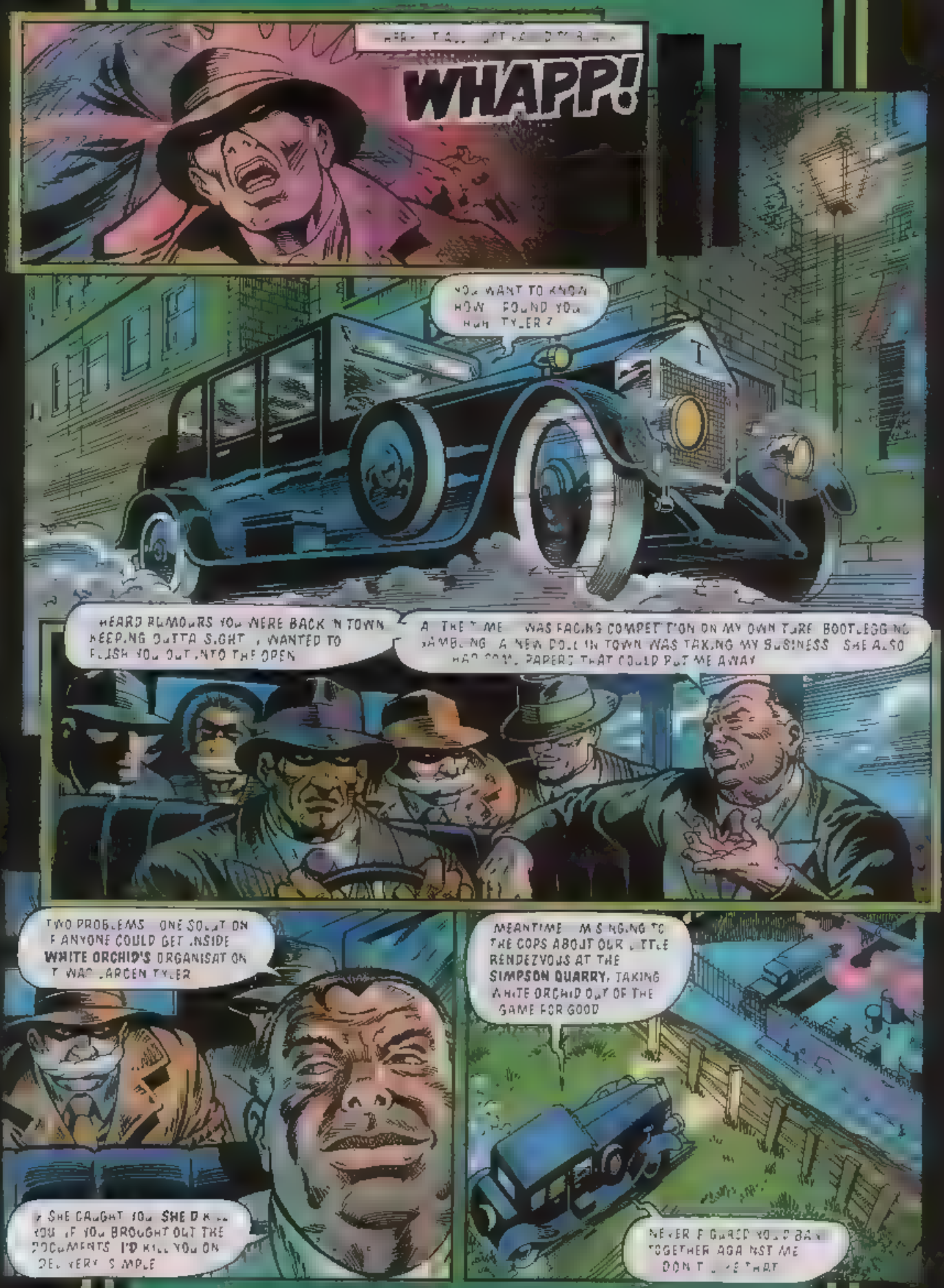
GRAVES: Early levels easy - impossible to complete in a week of Sundays.

OVERALL 91%

THE ETERNAL CHAMPIONS

LARSON'S REVENGE PART 4




WHAPP!
YOU WANT TO KNOW HOW I FOUND YOU HUH TYLER?
I HEARD RUMOURS YOU WERE BACK IN TOWN KEEPING OUTTA SIGHT. I WANTED TO FLUSH YOU OUT INTO THE OPEN
AT THE TIME I WAS FACING COMPETITION ON MY OWN TURF. BOOTLEGGING GAMBLING. A NEW DOLL IN TOWN WAS TAKING MY BUSINESS. SHE ALSO HAD COPY. PAPERS THAT COULD PUT ME AWAY
TWO PROBLEMS. ONE SOLVED ON IF ANYONE COULD GET INSIDE WHITE ORCHID'S ORGANISATION I WAS JARGEN TYLER
IF SHE CAUGHT YOU SHE DIE YOU IF YOU BROUGHT OUT THE DOCUMENTS I'D KILL YOU ON DELIVERY. SIMPLE
MEANTIME I'M SINGING TO THE COPS ABOUT OUR LITTLE RENDEZVOUS AT THE SIMPSON QUARRY, TAKING WHITE ORCHID OUT OF THE GAME FOR GOOD
NEVER FIGURED YOU'D BAND TOGETHER AGAINST ME DON'T LIKE THAT

MAKES THINGS PERSONAL
AND SO HERE WE ARE AN AUTO FULL OF LOSERS AND A TRUNK FULL OF DYNAMITE
YOU'LL RECOGNIZE THE COMPLEX, LADY WHEN YOUR BUILDING GOES SKY HIGH IT'LL WIPE OUT EVERY TRACE OF EVIDENCE AGAINST ME
REST IN PEACE, FAT BURGLAR. YOU KNOW YOU COULD HAVE BEEN THE BEST
AS A FAT BURGLAR, I WAS SCARED OF NOTHING. HEIGHTS, DROPS, FALLS — I COULD HANDLE ANYTHING
BUT NOW I'M PETRIFIED. STRAPPED IN THE BACK OF A RUNAWAY SEDAN BY A MAN WHO WANTS ME DEAD
IT'S HAPPENING AGAIN, SHADOW. HE KILLED ME ONCE AND HE'S GOING TO DO IT AGAIN
NO. THE ETERNAL CHAMPION HAS GIVEN EACH OF US A PRECIOUS GIFT — A SECOND CHANCE AT LIFE! WE MUST NOT GIVE UP
IF YOU CAN REACH MY RAZOR FANS, WE CAN CUT OURSELVES FREE

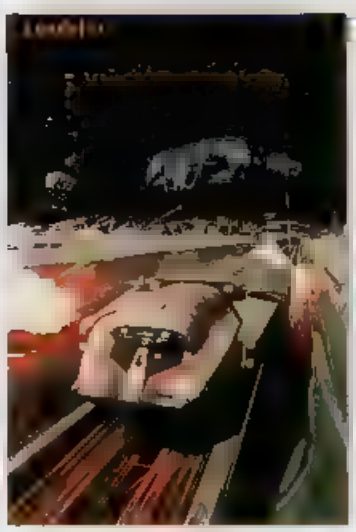
KDANNGG!
GRAB HER FAN
CAN'T GET TO ' WE'RE FINISHED'
NO THERE'S STILL TIME
IT'S NO GOOD TACHANS BEATEN ME AGAIN IT'S DESTINY
WE'RE ETERNAL CHAMPIONS WE MAKE OUR OWN DESTINY' NOW
SKKRAKK!
JUMP'

BDOOOMM!
MY MISSION IS A FAILURE LARCEN I HAVE LOST THE EVIDENCE
WHAT EVIDENCE YAMOTO?
OH YOU MEAN THESE PAPERS PICKED UP FROM YOUR – I MEAN WHITEBRAH D'S OFFICE
THESE SHOULD HELP THE COPS PUT THE SKIDS UNDER TAGLIAN AND HIS GANGSTER BUDDIES
WHAT? BUT HOW? WAS THERE THEY WERE LOCKED AWAY
TRADE SECRETS, LADY TO DO YOU IN THE BEST
ORGANIZED CRIME'S HOLD ON CHICAGO IS ABOUT TO BE BROKEN THINK THE ETERNAL CHAMP ON WILL APPROVE. SHADOW?
COME LARCEN WE'RE NEEDED – IN THE FUTURE!
IT WAS ONE OF THOSE HOT MUGGY NIGHTS WHOLE CHICAGO TOWN
THE END

Newshound: Garry Penn.

ROCKET SCIENCE CATCHES FIRE

WORLD'S FIRST DIGITAL SUPERGROUP!



Jurassic Park, Aliens, *Terminator 2, Robo Cop 2, The Hunt for Red October, Star Trek VI, The Rocketeer.* Just a few of the great special effects movies of recent years. But what if some of the people responsible for those visual effects got together with computer graphics experts and went into the video games business?

Watch out for new development team Rocket Science, dubbed 'The First Digital Supergroup.' When Hollywood gets together with Silicon Valley you can bet the results will be spectacular.

Rocket Science's first release is **Loadstar: The Legend Of Tully Bodine** - the start of a three-part series (the next two 'episodes' are due in 1995). The player controls Tully Bodine's Loadstar; a huge space freighter which has to be navigated through a network of moon-based future highways, whilst avoiding or destroying anyone trying to prevent a delivery. Tully is also being pursued by his old enemy, Sheriff Wompler. The act on and film sequences occupy a full screen, providing some of the most believable yet seen on any CD-ROM release.

The impressive use of digitised film footage is mainly due to Rocket Science's engineers who have developed Game Science - a new technique which makes it possible to use the CD-ROM as a giant cartridge. So how does **Loadstar** play? That remains to be seen when the game is released next month for the Mega-CD.

In January, Rocket Science release **Cadillacs And Dinosaurs: The Second Cataclysm.** In a post-holocaust future where human beings live alongside dinosaurs, the natural balance of the planet is at stake from poachers and huge reptile predators. It's up to Jack 'Cadillac' Tenrec and Hannah Dundee travelling in their 1953 classic car to save the day.

Loadstar: The Legend Of Tully Bodine and **Cadillacs And Dinosaurs: The Second Cataclysm** will be available from BMG Interactive Entertainment, price £44.95 each.

MEGA-CD IN A SPIN

LOTS OF NEW GAMES ON THE WAY

Still not got that Mega-CD you've been promising yourself? Didn't think there was much available for it? Think again. A lot of game publishers will be targeting Sega's CD-ROM unit in the months ahead. Here's a selection you can expect to see between now and the end of 1995:-

CORE DESIGN

The company behind such impressive Mega-CD hits as *Thunderhawk* and *Battlecorps*, are working on dozens of new CD-ROM titles, some of which certainly make their way on to the Mega-CD. Currently in production are **Machinehead** (sequel to *Battlecorps*), **Shell Shock** (a tank combat simulation), and **Tee-Off** (a golf simulation with the emphasis on arcade action).

ARGONAUT SOFTWARE

Creature Shock is to be released through Virgin Interactive Entertainment early next year (price yet to be determined). The game is basically a shooting gallery, exclusively for the Mega-CD. **Creature Shock** takes place in the year 2127, when the Earth is at breaking point and scout ships have been sent into the solar

system to find a new home. Unfortunately the biggest ship, the UNS Amazon, has disappeared near Saturn. Your task is to find out what happened. Plenty of action, lots of shocking creatures to blast and an eerie alien environment.

Everything in **Creature Shock** has been pre-rendered on big, fat computers to create a cinematic experience. The two pictures shown (see bottom left) show the quality of the imagery before it's converted to run on the Mega-CD.

CYBERDREAMS

The American developer and publisher recently made their Sega debut with the Mega-CD conversion of *Dark Seed*, a spooky graphic adventure inspired by the warped imagination of H.R. Giger (of *Alien* fame). Three new titles currently in development are due for release late next year (no firm dates or prices yet).

Dark Seed II picks up where the award-winning first instalment left off. **I Have No Mouth And I Must Scream** is based on a short story by science fiction author Harlan Ellison. Finally, **Hunters Of Ralk** is a role-playing adventure featuring a fresh fantasy universe from the imagination of Gary Gygax, the man who invented *Advanced Dungeons & Dragons*. Cyber-dreams claim that the game uses a new role-playing system designed specifically for the CD-ROM based machines and not converted from a board game.

Hunters of Ralk - Spec. Warrior

Have No Mouth And I Must Scream - Zero's cocoon Room

Dark Seed II - Mike's bedroom

DOMARK

Bullfrog Productions' award-winning **Theme Park** and **Syndicate** will both be coming to the Mega-CD courtesy of Domark. The company behind *Marko's Magic Football* (don't miss the fab new *STC* series next issue!) will be 'enhancing' the Mega Drive version with some of the 3D graphics from the PC versions.

Look for them in spring '95. No price yet.

SHORT BURSTS

BLUE SKIES, RED ZONE

The plot for Time Warner Interactive's **Red Zone** is predictable enough: Terrorists are threatening to turn the world into nuclear mashed potato, so it's up to you, in control of an elite team of commandos, to get rid of them.

Take to the skies in a souped-up Apache gunship and blast anything that gets in your way before eventually coming down to earth to explore, on foot, a vast underground complex with oodles of unpleasant guards attempting to stop you reaching the core (which must be destroyed, funnily enough).

There's a variety of weaponry to put to good use in both stages, but here's the real twist ... the action is viewed from above and features a rotating three-dimensional landscape. Sounds impressive. **Red Zone** is out on the MD right about now, price £44.99.

WHAT A DIVE!

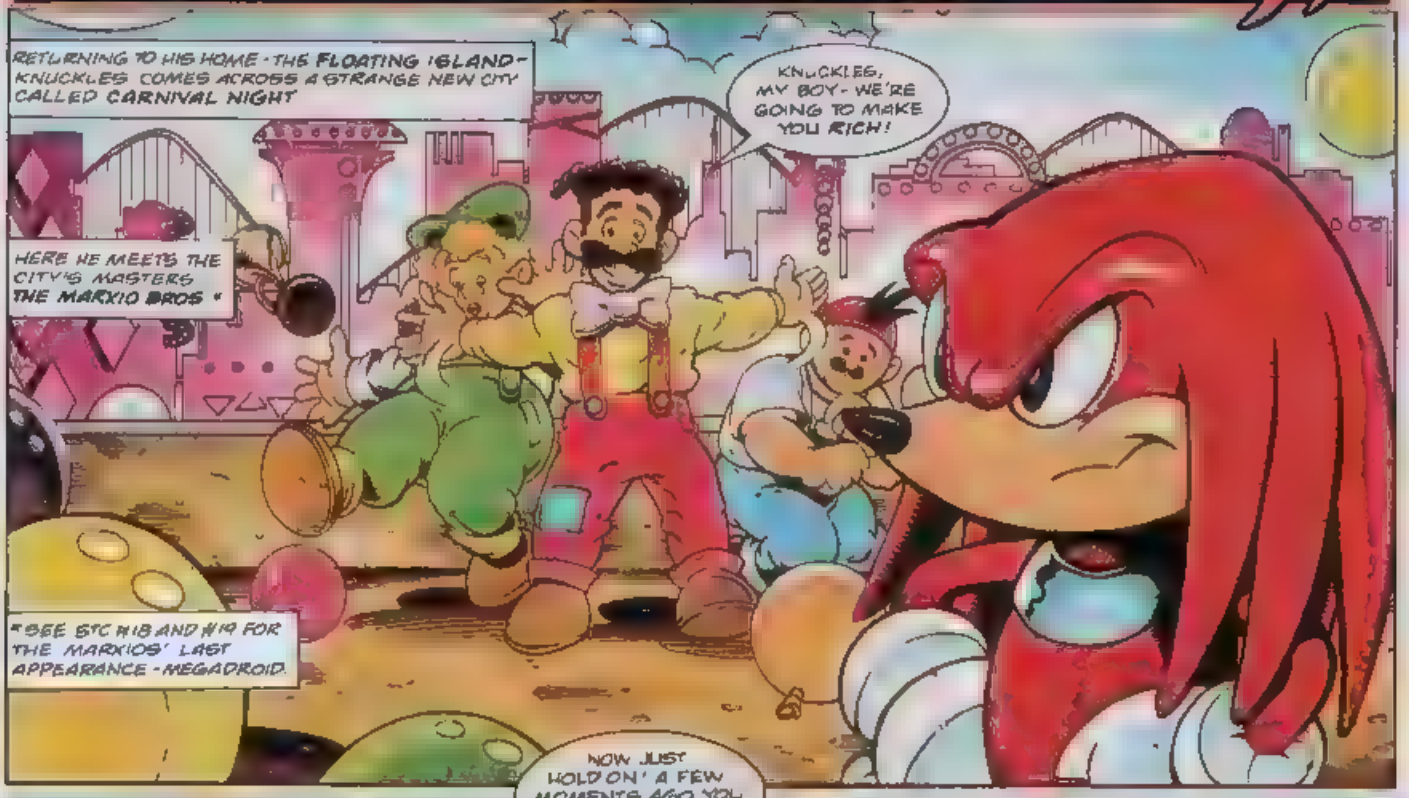
Fans of **Sea Quest DSV** can look forward not only to a new series on the telly but also to a Mega Drive game from THQ International. A pity, further details, release date and a price remain a deep secret (doh!).

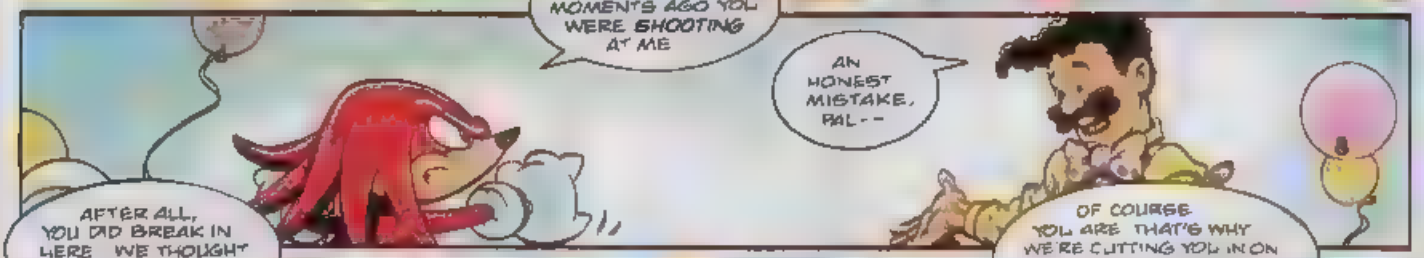
THANKS FOR THE MEMORY

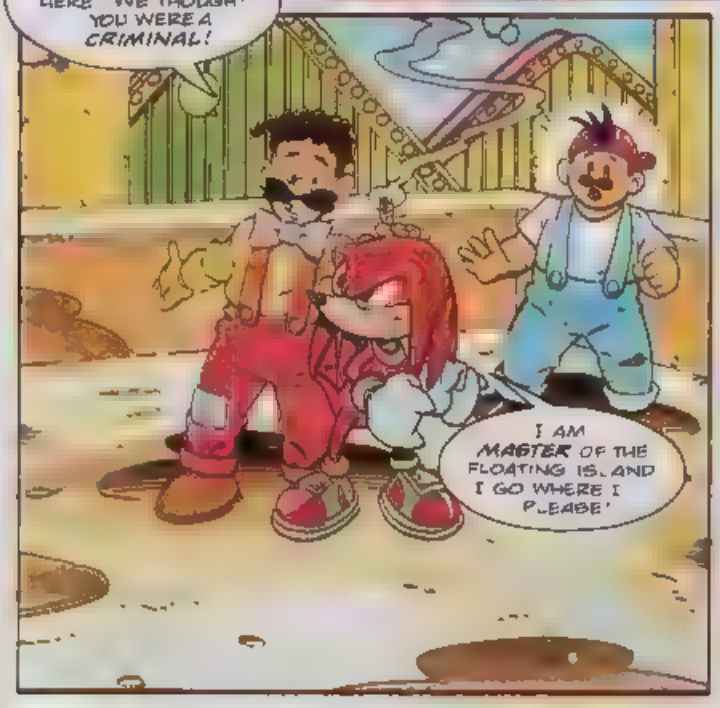
A release date and price for the long-awaited Mega-CD conversion of Delphine's **Flashback** has still to be announced by Sony Electronic Publishing. The arcade adventure, out two years ago, was rated highly on the Mega Drive. Many enhancements are promised for this CD outing, but let's hope it's not a case of too little too late.

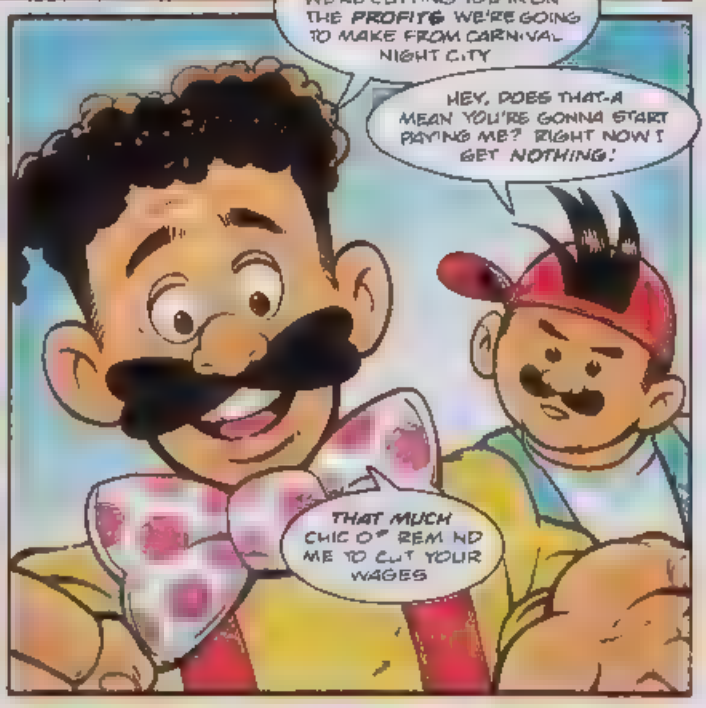
KNUCKLES™ CARNIVAL NIGHT CONSPIRACY

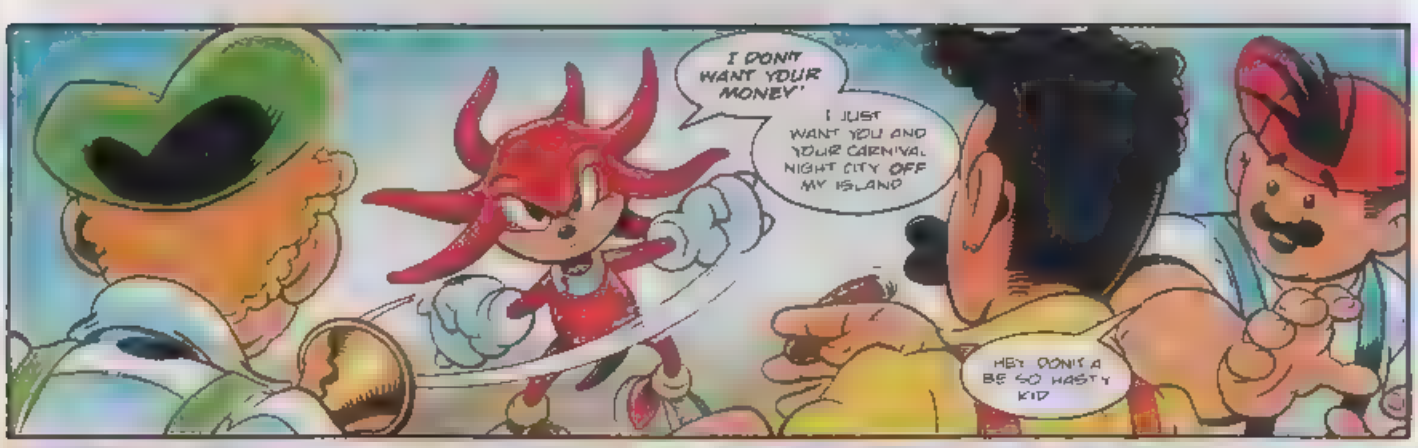
Script: Nigel Kitching Art: Richard Elson Lettering: Elitte Fell

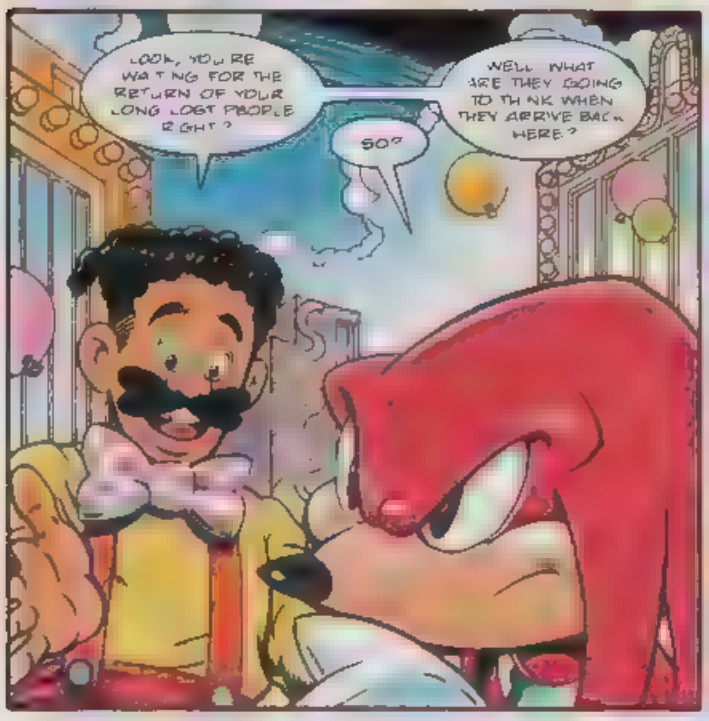


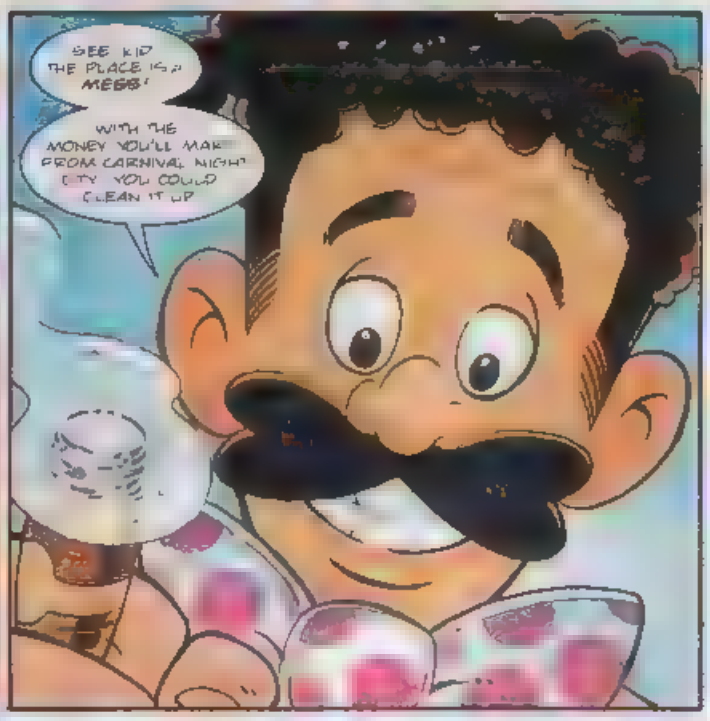


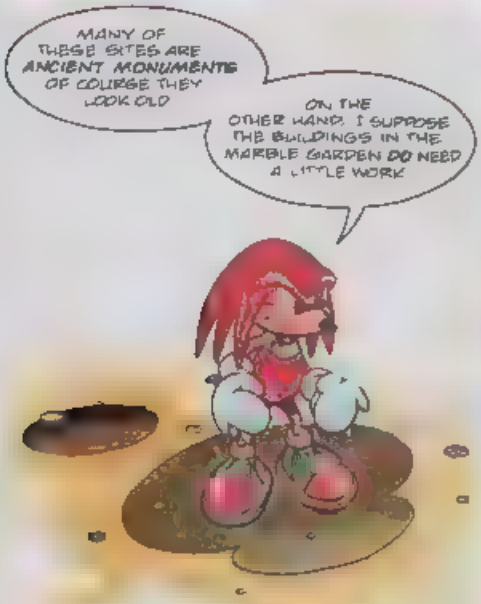


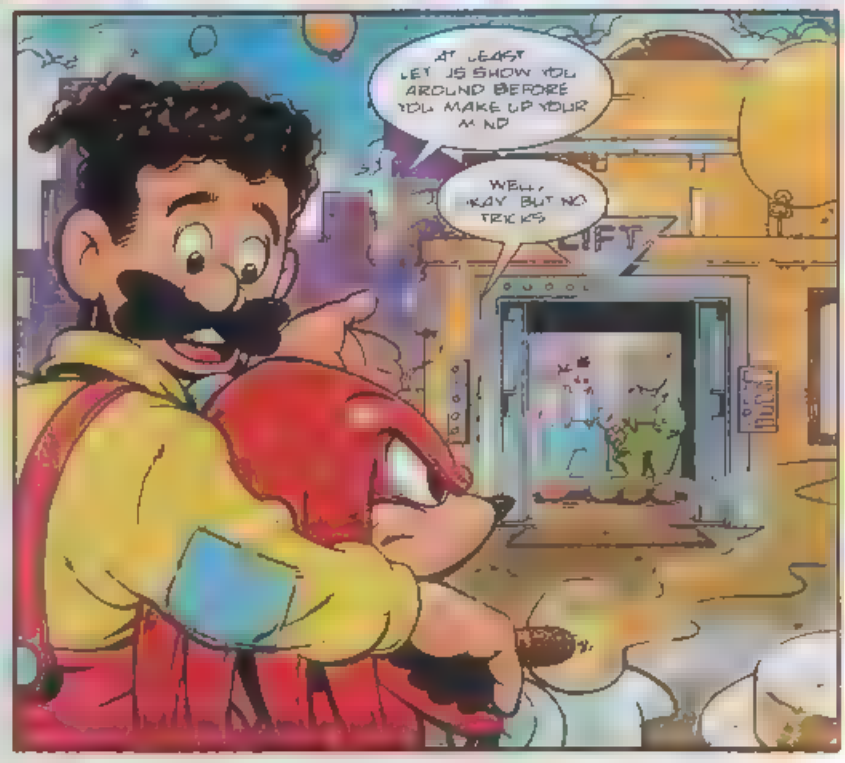



I DON'T WANT YOUR MONEY!
I JUST WANT YOU AND YOUR CARNIVAL NIGHT CITY OFF MY ISLAND
HEY DON'T A BE SO HASTY KID


LOOK, YOU'RE WAITING FOR THE RETURN OF YOUR LONG LOST PEOPLE RIGHT?
SO?
WELL WHAT ARE THEY GOING TO THINK WHEN THEY ARRIVE BACK HERE?


SEE KID THE PLACE IS A MESS!
WITH THE MONEY YOU'LL MAKE FROM CARNIVAL NIGHT CITY YOU COULD CLEAN IT UP

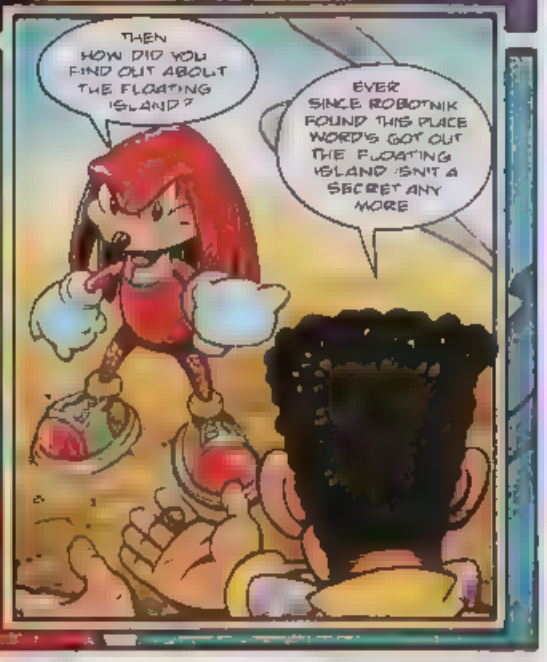

MANY OF THESE SITES ARE ANCIENT MONUMENTS OF COURSE THEY LOOK OLD
ON THE OTHER HAND, I SUPPOSE THE BUILDINGS IN THE MARBLE GARDEN DO NEED A LITTLE WORK

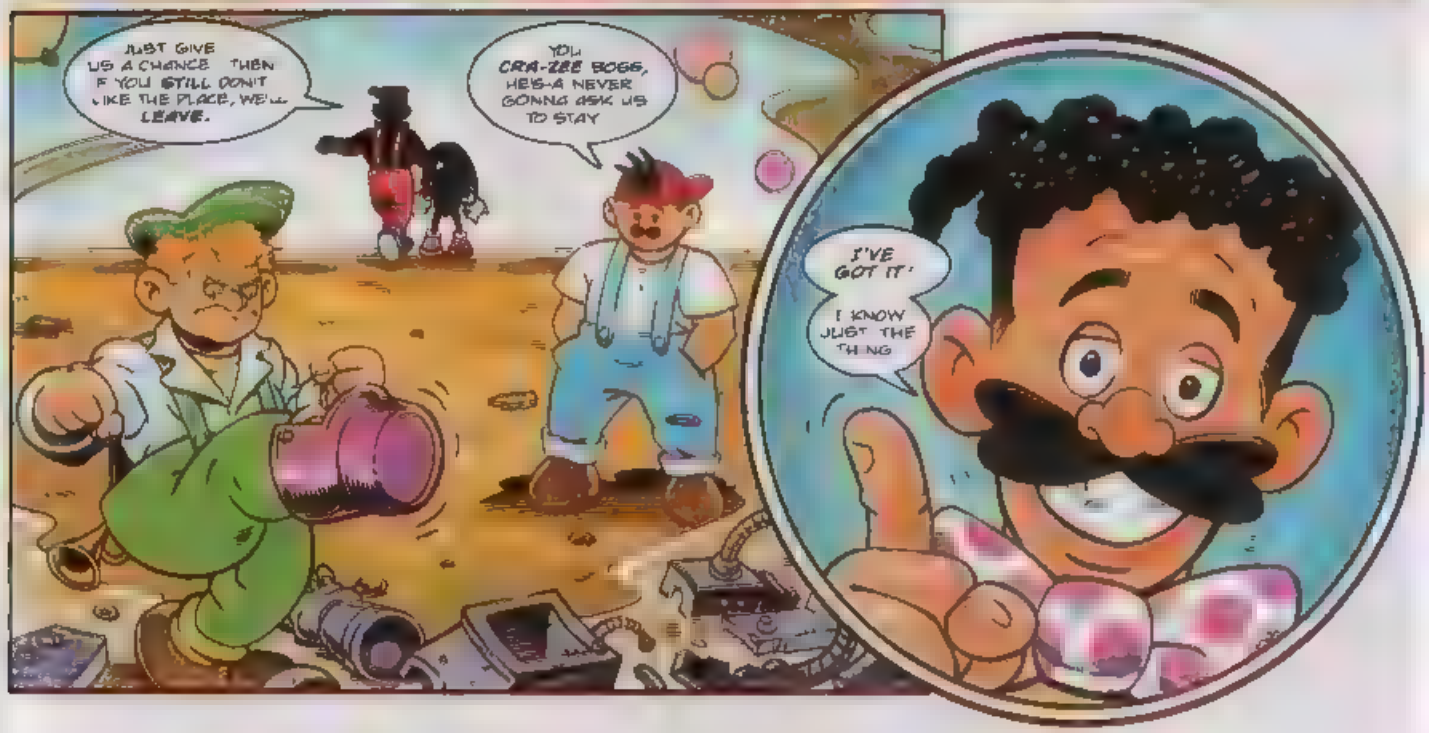

AT LEAST LET US SHOW YOU AROUND BEFORE YOU MAKE UP YOUR MIND
WELL, OKAY BUT NO TRICKS

WELL WHAT DO YOU THINK QUITE A PLACE EH? THE FIRST CUSTOMERS ARRIVE TOMORROW
I I DON'T KNOW WHAT TO SAY
HOT DOG
ROBOTNIK'S SOLDIER BADNIKS OF COURSE I SAW SOME OF THEM GUARDING THE MAIN GATE
ROBOTNIK IS BEHIND ALL THIS I SHOULD HAVE GUESSED!
HONKA! HONKA! HONKA!
WAIT! YOU'RE MAKING A BIG MISTAKE
SCHKOOM!
NO I'M NOT I KNOW ALL ABOUT THE EVIL OF ROBOTNIK *
KRAK
*HE LEARNED THE HARD WAY IN STC # 35 + 36 MJ
TWANG!
DRAT!

KNUCKLES YOU HOT-HEAD. WILL YOU LISTEN TO ME?
I DON'T LISTEN TO ANYBODY WHO WORKS FOR ROBOTNIK

LOOK, WE BOUGHT THE BADNIKS OFF ROBOTNIK AS GUARDS THAT'S ALL. JUST SO HAPPENS HIS ROBOTS ARE THE BEST
WE HAVE NO OTHER DEALINGS WITH HIM!


THEN HOW DID YOU FIND OUT ABOUT THE FLOATING ISLAND?
EVER SINCE ROBOTNIK FOUND THIS PLACE WORD'S GOT OUT THE FLOATING ISLAND ISN'T A SECRET ANY MORE


JUST GIVE US A CHANCE. THEN IF YOU STILL DON'T LIKE THE PLACE, WE'LL LEAVE.
YOU CRA-ZEE BOGS, HE'S-A NEVER GONNA ASK US TO STAY
I'VE GOT IT!
I KNOW JUST THE THING

NOT MUCH LATER
DOES THIS HAVE TO BE SO TIGHT?
DO YOU DARE ENTER THE HOUSE
LISTEN KID SOME PARTS OF THE RIDE ARE FAST THIS IS FOR YOUR OWN SAFETY
READY TO ROLL, BOSS
HEY WHATSA BIG DEA BOSS? WHAT HAPPENS WHEN KNUCKLES HE FINDS OUT THAT WE DO WORK FOR DOCTOR ROBOTNIK?
MAYBE HE WON'T HAVE TO CHECK IMAGINE IF A SUDDEN FAULT SHOULD DEVELOP IN THIS RIDE
THE RESULTS COULD PROVE FATAL
HEY THIS ISN'T BAD
FWOOOSH!
YEE-HAAAA!
WHITE KNUCKLE RIDE

Q Zone

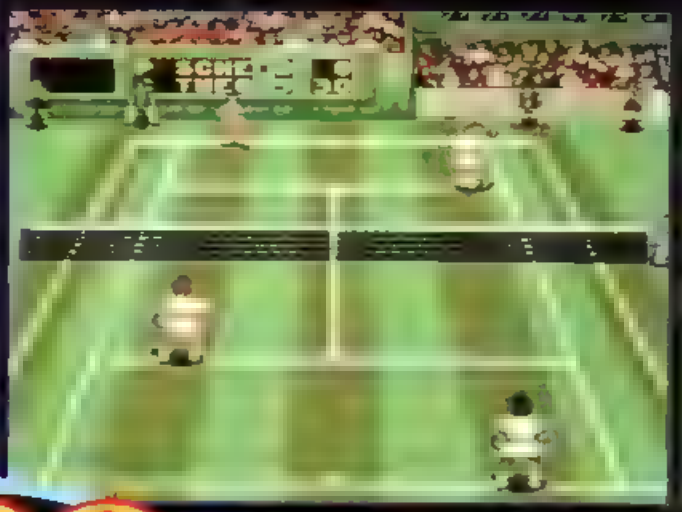
Tips & Cheats

There's just no stopping STC's Game Guru David Gibbon on his mission to help you Boomers solve those difficult games on the Sega systems. If you have a game query, make his day and drop a line to the Q Zone at the usual STC address.

PETE SAMPRAS TENNIS

The first 4-player simultaneous tennis game available, that just happens to be the most playable of its kind ever released. Featuring Codemasters innovative J-Cart technology, **Pete Sampras Tennis** topped the charts for many weeks. Here are the latest level codes for the game:-

ROUND	LOCATION	COURT	OPPONENT	CODE
11	ZURICH	CLAY	D LOVERIDGE	LUCKY
12	MEMPHIS	HARD	F CHANG	HOUSE
13	MILANO	GRASS	P GIOVANI	CUE
14	BARCELONA	CLAY	C YUSTE	DURHAM
15	HAMBURG	CLAY	R ZENGERLE	JUMPING
16	NEW YORK	HARD	G HIMME	HAPPY
17	BERLIN	CLAY	S SCHMIDT	MEGA
18	FLORIDA	HARD	P SAMPRAS	PLAY-PETE



VIRTUA RACING

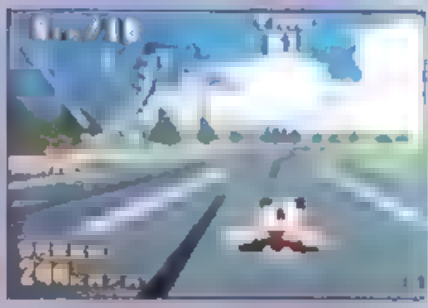
Virtua Racing is Sega's first game to include their special Sega Virtua Processor. The arcade machine cost several thousand pounds, but this Mega Drive conversion is fantastic. For all who managed to buy it, here is a guide to the Beginner level (including an extra special cheat).

Start by going to the options screen and selecting the Easy level. Then, select the **Virtua Racing** option and choose Beginner level using Automatic gears.

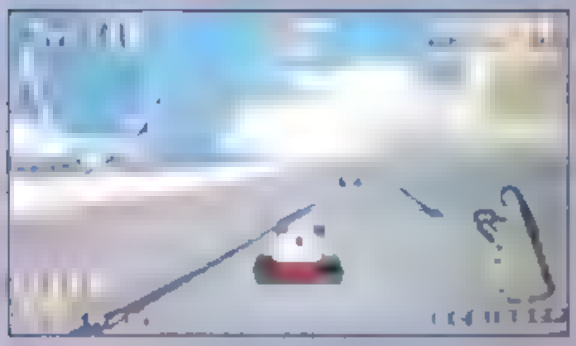
Concentrate on trying to get lap times of around 39 seconds. If you're quicker than this, you're becoming a real Nigel Mansell!

THE RACE

From the start, keep going full speed out of the pits and down the straight. Go to the far left and pull right, going across the track to easily negotiate the corner.



Coming into the first bridge, keep your foot right down. Watch out when going into the second bridge because it's fairly easy to crash! Try and go to the far left, but make the car pull right as soon as you can.



This is a really tight bend and could take several tries to master properly without crashing. Keep going at full speed, move left but attack the right as soon as you hit the corner.

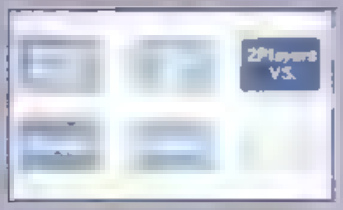
Just before you hit this sharp turn to the left, press your brakes ever so slightly. This will decrease your speed enough to take the corner easily.

The last corner before the home straight. Again, just before you hit the corner press the brakes a fraction to slow down. Move over to the far left and pull across sharply to get onto the final straight.

TIP

To stop your car skidding whilst taking corners at full speed, keep the right button pressed continuously. Press right, let go for a second, press right and keep repeating this.

MIRROR CHEAT



This cheat offers another option on the menu screen, enabling you to race on all three tracks in reverse. In effect this gives you an extra three tracks to master!

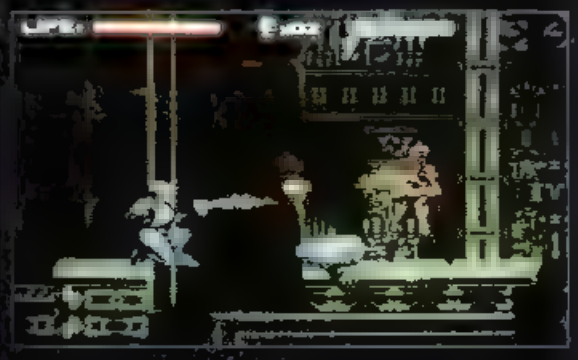
To get it to work may take a few tries, but it's worth it. After switching on, wait until the Sega logo appears, press and hold Up and A. Then press B and keep pressed down. Press Start, and when you come to the main screen you should discover the extra option.

ROBOCOP VS THE TERMINATOR

A super battle between the two stars from two of Hollywood's biggest feature length films. The game featured several weapons, each of which contained various strengths and weaknesses. Here are two great Boomer-friendly cheats:-

To gain a weapon select during play, begin the game as usual, then press Start to pause it. Now press B, A, C, C, C, A, B, A, C, C, C, A and B. If the cheat's been activated you will hear a machine-gun fire. Press Start to release the pause and hold down A, B and C, then press Down to cycle through all the weapons available.

Interested in having 54 lives? Thought you might be! Pause the game and press C, C, A, A, B, B, C, C, A, A, B and B.



THE NIGHTS ARE REALLY BEGINNING TO DRAW IN AT CASTLE FRANK N STEIN

HAHAHA! HA.

BESIDES, ALWAYS HAVING TO DRAW THAT DARN CASTLE IS A REAL DRAG

KEEP OUT
MAD SCIENTIST AT WORK

HAHAHA HAFF CREATED LIFE

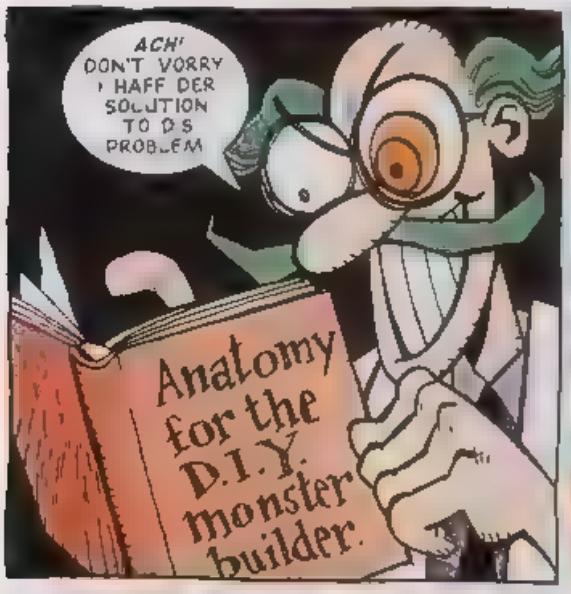
OH NO NOT AGAIN!

Decap Attack
THE REPLACEMENT

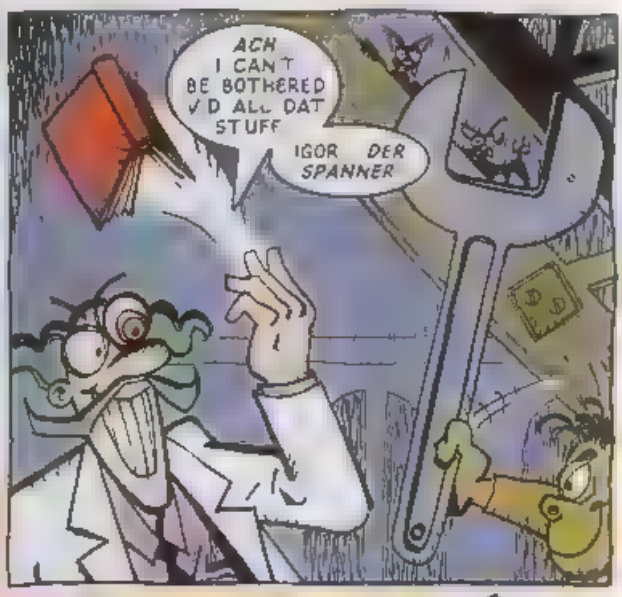
I DON'T MEAN TO CRITICISE, PROF BUT SN'T HIS HEAD UPSIDE DOWN?

GOR YOU DUMKOPF WHAT ARE YOU TALKING ABOUT? BUT NOW DAT YOU MENT ON IT

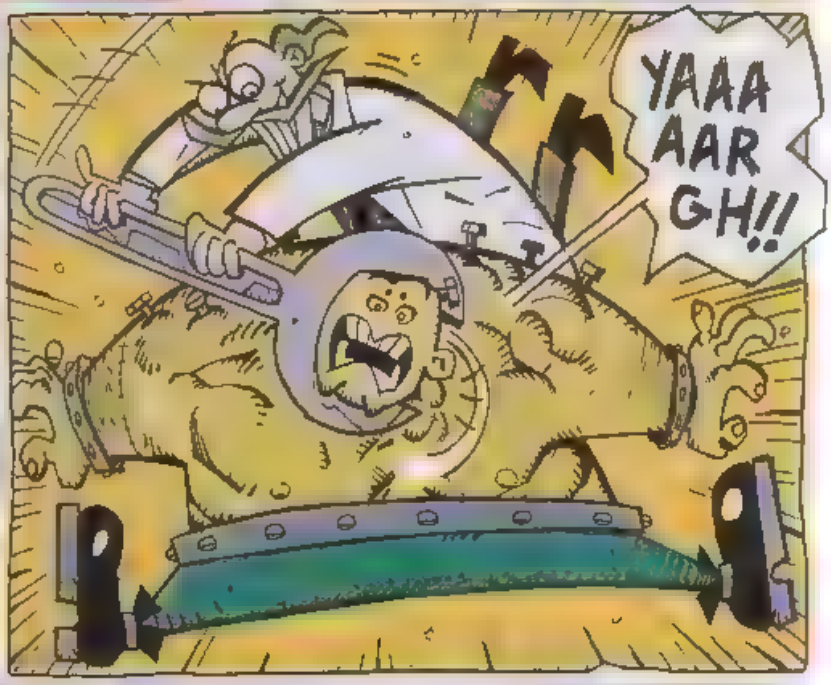
HEY! I THOUGHT THINGS LOOKED KIND OF WEIRD!

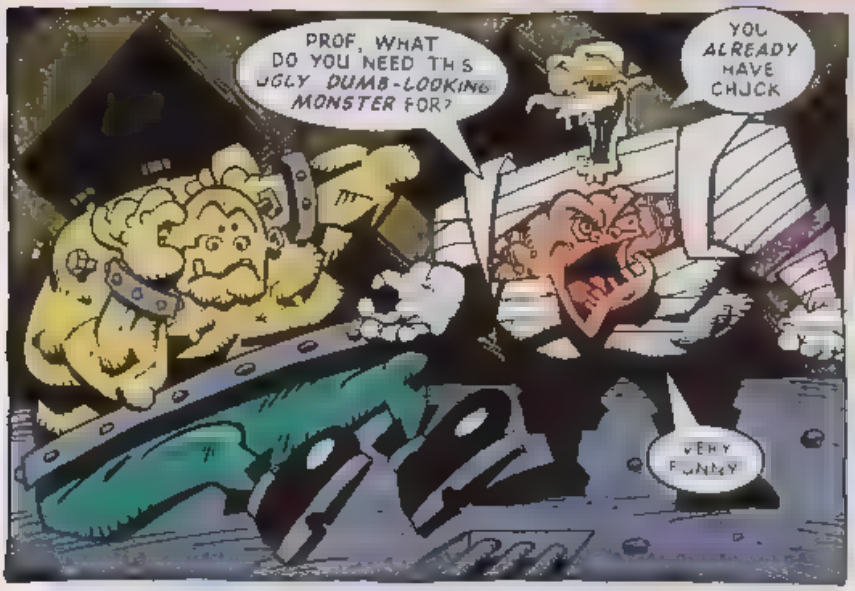

ACH! DON'T VORRY I HAFF DER SOLUTION TO DIS PROBLEM
Anatomy for the D.I.Y. monster builder.

AH HERE IT IS! SEVER ALL NERVE ENDINGS RE-ATTACH BASE OV BRAIN TO CONNECT ARTERIES

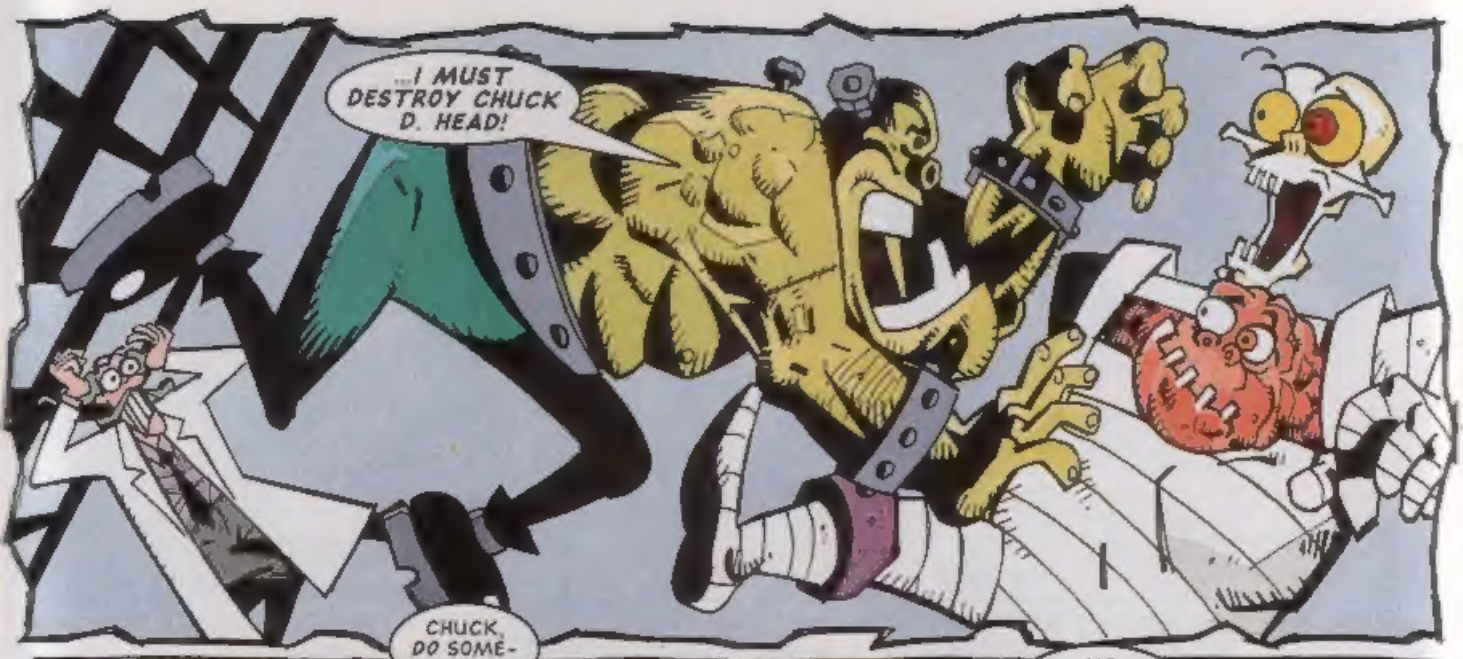

ACH I CAN'T BE BOTHERED VID ALL DAT STUFF
IGOR DER SPANNER

OKEYDOKEY KEEP STILL UNT DIS VILL BE OVER BEFORE YOU KNOW IT!
THAT'S WHAT I'M AFRAID OF
THE REALLY BIG SPANNER CO

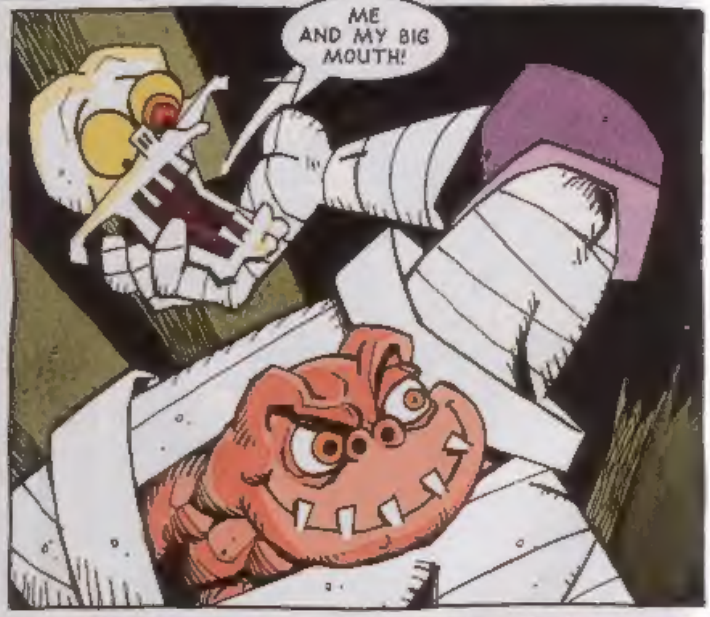

YAAA AAR GH!!


PROF, WHAT DO YOU NEED THIS UGLY DUMB-LOOKING MONSTER FOR?
YOU ALREADY HAVE CHUCK
VERY FUNNY

YA, YOU GOT A POINT, HEAD VE SURE DON'T NEED TWO MONSTERS AROUND DER CASTLE
IN THAT CASE


...I MUST DESTROY CHUCK D. HEAD!

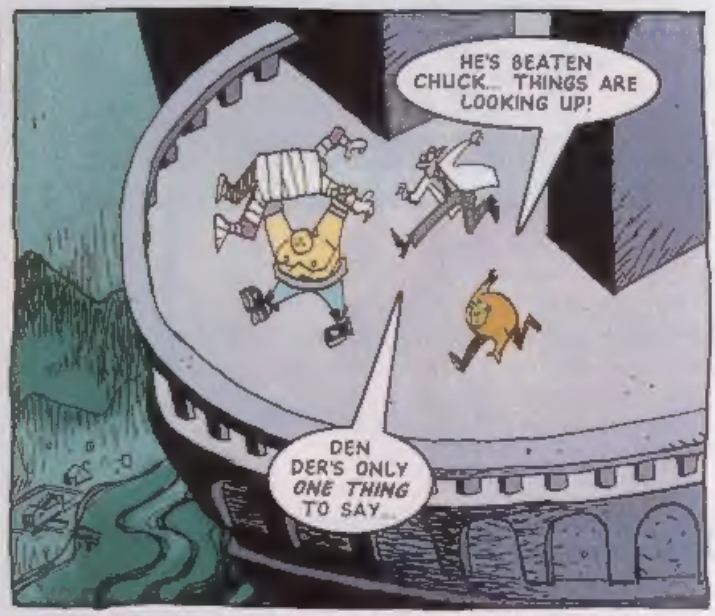
CHUCK, DO SOME-THING!
KRAK!


ME AND MY BIG MOUTH!

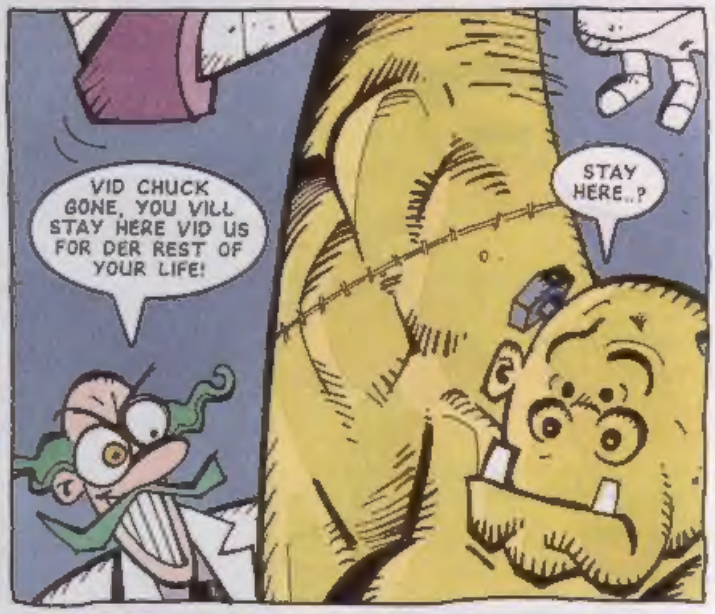
IS THAT THE BEST YOU CAN DO?
TONK!
WELL, AS A MATTER OF FACT, IT IS!

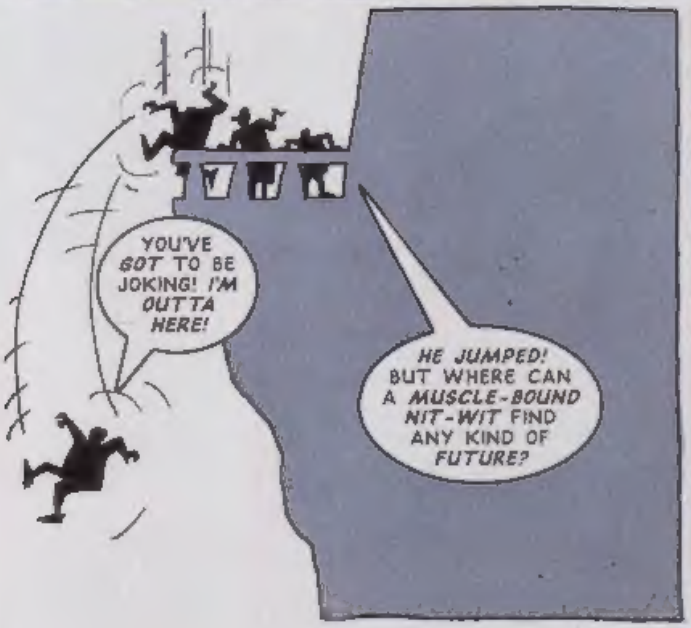
GOOD!

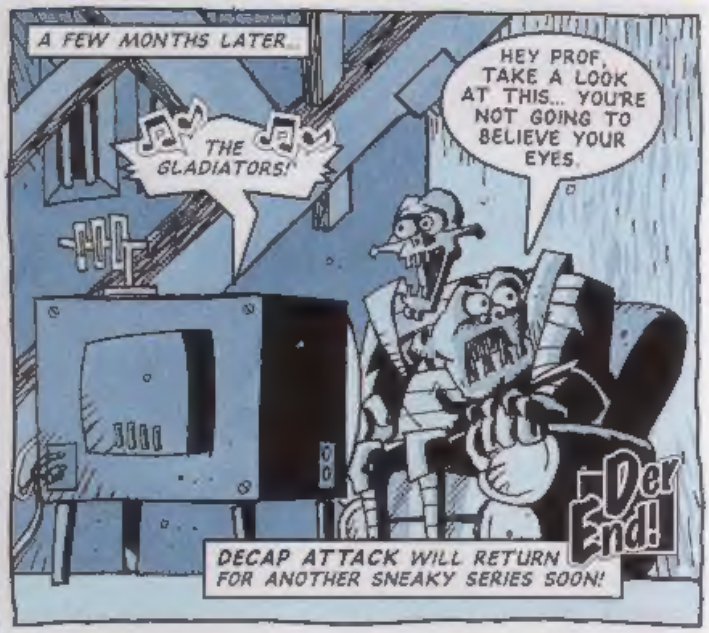
I BELIEVE YOU WERE JUST LEAVING?


HE'S BEATEN CHUCK... THINGS ARE LOOKING UP!
DEN DER'S ONLY *ONE THING* TO SAY...

GOODBYE, CHUCK.
CHARMING!


VID CHUCK GONE, YOU VILL STAY HERE VID US FOR DER REST OF YOUR LIFE!
STAY HERE...?


YOU'VE *GOT* TO BE JOKING! *I'M OUTTA HERE!*
HE JUMPED! BUT WHERE CAN A *MUSCLE-BOUND NIT-WIT* FIND ANY KIND OF *FUTURE?*


A FEW MONTHS LATER...
THE GLADIATORS!
HEY PROF, TAKE A LOOK AT THIS... YOU'RE NOT GOING TO BELIEVE YOUR EYES.
Der End!
DECAP ATTACK WILL RETURN FOR ANOTHER SNEAKY SERIES SOON!

SPEEDLINES

Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.

Prizes should be despatched within approximately 28 days of publication of your drawing or letter. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Mark Diamond, Northampton.
Sonic Water Fun Game Winner.

Ruiz Food

Dear STC,

Here's a recipe I made up for *Mobius* Eggs which you may want to get a parent to help you with:-
Take fresh eggs (not rotten ones like Doctor Robotnik uses!), chips and onion rings. Fry the chips and the onion rings. When they're cooked put them into the beaten egg and mix well. Pour the contents into a frying pan until eggs are cooked. The top of the mixture will be slightly runny, so place frying pan under a grill until mixture has browned. I prefer to eat my Mobius Eggs cold with lots of tomato ketchup.

Adam Ruiz, Sheffield. S. Yorkshire.
MD owner.
Sonic Water Fun Game Winner.

Mistaken Identity

Dear STC,

My dad thinks Sonic is a cockerel! Any suggestions as to what I should do with him?

Robin, Highgate, London.
MD owner.
Sonic Water Fun Game Winner.

Spoken like a true food connoisseur, Adam.

Next time you're eating Sunday lunch Robin, tell your dad he's eating a hedgehog and not a chicken!

Seeing Stars

Dear STC,

When the Virgin Games Centre opened in Nottingham I was surprised to see Sonic as guest of honour. After a lot of pushing and shoving I managed to shake his hand and he even gave me a pat on the back.

Gavin Brandreth, Stapleford, Nottingham. MD owner.
Sonic Water Fun Game Winner.

How many humes did you flatten on your quest to shake the hand of the spiky blue one Gavin?

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megalicious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 672267.

NEXT ISSUE...

STC GOES MEGA-SIZED!
48 PAGES OF EXCITEMENT!

FREE! BADNIK SPOTTER CARDS! YOUR 1ST SET OF 6!

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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 40 OF STC?

☐ %